

GAME BOY ADVANCE

DREAMWORKS
SHREK
THE THIRD™



ACTIVISION.

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Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

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Descriptors
Cartoon Violence

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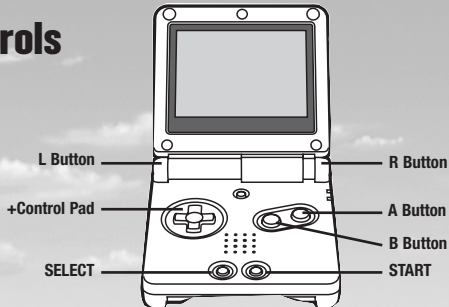
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Getting Started

- Make sure the power switch is OFF.
- Insert the *SHREK the THIRD™* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press **START** (only after a game has been started)

Game Boy® Advance Controls



The Story of *SHREK the THiRD*®

When Shrek® married Fiona, the last thing he had in mind was becoming the next King. But when Shrek®'s father-in-law, King Harold, suddenly dies, that is exactly what he faces. With the help of his trusted companions, Donkey and Puss in Boots, Shrek® must find a suitable king for Far Far Away or be stuck with the job himself. And the most “promising” candidate, Fiona’s cousin Artie—an underachieving medieval high school slacker—proves to be more of a challenge than they bargained for.

Menu Controls

Highlight Menu Selection. **↑/↓/←/→** on the +Control Pad

Confirm Selection **A** Button

Return to Previous Menu. **B** Button

Pause/Return to Game. **START**

Start Game

Choose **Start Game** to begin a new adventure or continue an existing one. The SHREK the THiRD™ Game Pak can store up to three separate adventures. To begin a new game, select a slot labeled New Game.

Choose three letters to name the game. Use the +Control Pad to highlight letters and the **A** Button to select or the **B** Button to backspace. Once finished, click **OK** in the bottom right corner.

To load a previously saved game, select one from the list and press the **A** Button.

To erase a saved game, choose the **Erase** option, select the game to erase and press the **A** Button. To confirm, choose **Erase**, then press the **A** Button. To cancel, select **Cancel** and press the **A** Button.

Scrolls

There are four scrolls, and each scroll contains at least five levels. Only the first scroll is available at the start of a new game. Upon completion of all the levels in the open scroll, the next one will unlock. You have to collect 10 Fairies as well to open the next scroll.

Game Controls

General Controls

Move Camera **↑ ↓** on the +Control Pad

Pick Up Special Items **SELECT**

Switch Character **L** or **R** Button (only available in cooperative levels)

Shrek®

- Jump Press the **A** Button.
- Punch Press the **B** Button.
- Stomp Press the **A** Button to jump, press the **B** Button at top of jump.
- Pick-up Object Stand directly behind object, then press the **B** Button.
- Drop Object Press the **B** Button while carrying an object.
- Walk through Stench Use the **+Control Pad** to travel through affected area.
- Shoulder Charge After obtaining the special ability press the **B** Button while moving forward.



Puss in Boots

- Jump Press the **A** Button.
- Sword Attack Press the **B** Button.
- Air Attack Press the **A** Button to jump, press the **B** Button while in the air.
- Sword Ground Strike Press the **A** Button to jump, press the **B** Button while pressing
↓ on the +Control Pad.
- Stick to Wall Jump against any wall with solid collision.
- Jump up a Wall After sticking to a wall, continue to jump while pressing the
+Control Pad in the direction of the wall until you reach the top.
- Climb Vines Jump to a hanging vine and climb using ↑ and ↓ on the +Control Pad.
- Swing on Ropes/Chains Jump to a hanging rope/chain and use ← and → on the +Control Pad
to swing side to side.



Donkey

- Jump Press the **A** Button.
- Super Kick Press the **B** Button.
- Kick Object Stand next to object, press the **B** Button.
- Spinning Kick Press the **A** Button to jump, press the **B** Button at top of jump.
- Glide After obtaining the special ability, jump in the air and press and hold the **A** Button.



Artie

- Jump Press the **A** Button.
- Climb Vines Jump to a hanging vine and climb using **↑** and **↓** on the +Control Pad.
- Shield Throw Quickly tap the **B** Button to throw the Shield in front of the character.
- Upward Shield Throw Tap the **B** Button while holding **↑** on the +Control Pad.
- Shield Orientation By default, Arthur will shield in the direction he is facing. To make Arthur shield above his head, press **↑** on the +Control Pad.
- Shield Surf After obtaining the ability to Shield Surf, enter Water or Lava and use the **+Control Pad** to move left or right.



Story Scenes

During the game, Story Scenes will take you through the game. To advance through the scenes, press the **A** Button. To skip all the scenes, press **START**.

In-Game Display

Character Portrait

Health Bubbles



Item Collection

Character Portrait

The top left corner of the screen shows a Portrait of the character you're controlling. If controlling more than one character, the character currently selected will have a slightly bigger portrait on screen.

Health Bubbles

Health Bubbles under the portrait are blue when full and black when empty. When the Health Bubbles run out, the character will faint, and the level will restart. Replenish Health with found items.

Item Collection

The icon in the top right corner represents the type of Item that needs to be collected within the level. The first number shows the number of Items collected. The second number shows the total number of Items to be found.

Talking to Others

If a character wants to talk to you, the **B** Button will appear above the character. Stand next to the character and press the **B** Button to begin talking. Press the **A** Button to move to the next page or press **START** to finish talking immediately.

Pause Menu

If **START** is pressed during gameplay, the Pause menu will appear. This menu contains the following options:

- **Resume** – Press the **A** Button when this is selected to go back to your game.
- **Quit Level** – Choosing this will ask for confirmation. If you choose to quit, the game returns to the level select screen.
- **Sleep** – Sleep Mode conserves battery power without losing current progress. To enter Sleep Mode, highlight the **Sleep** option and press the **A** Button. To wake the Game Boy® Advance, press the **SELECT + L + R** Buttons simultaneously.

- **Sound** – Music Volume allows the music to be toggled on and off. SFX Volume allows the sound effects to be toggled on and off.
- **Merlin Items** – Collect magical items and bring them to Merlin in exchange for a special power-up or ability.

Items

Fairies

Merlin needs a lot of magical power in order to teleport Shrek,[®] Donkey, Puss in Boots and Artie back to Far Far Away. Collect enough Fairies throughout the levels to power up Merlin.

Health

Health restores one Health Bubble.

Keys

If you find a locked door, look nearby for a Key. Sometimes you will need to defeat an enemy to get a Key.

Logs

Short Logs help players access hard-to-reach areas. The Logs can also be stacked, and other items can be placed on them.

Mushrooms, Shells & Springboards

Move Mushrooms, Shells and Springboards around, and jump on them to reach higher areas.

To Link Characters

Press and hold the **L + R** Buttons when the characters are close to each other.

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WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
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 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

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